GENERAL CONTROLS

Brake/Stop

Turn

Spin & Flip

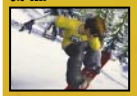
Butter

Jib/Railslide

Accelerate

Ollie/Jump

Grab



Snowskate Kick Tricks

Lip Tricks

Music Favorites

Switch

Pull Left or Right trigger to switch your riding stance.

Tweaks

Pull Left or Right trigger, or both triggers to tweak grabs and railslides.

Reset Boarder

Pause

Free Look

Music Track Control

EVERYONE E CONTENT RATED BY ESRB

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XBOX LIVE ONLINE ENABLED

snowboarder

XSN SPORTS

amped 2

Revealed!

SUPERPARK 7 THE CUTTER'S CUP

RUB SOME STYLE ON IT

WILL BUTTER FOR MONEY

XSN SPORTS: PACK MENTALITY

GLOBAL COMPETITION: AIM FOR #1

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Name: Travis Kennerly Parker

Sponsors: K2, Bonfire, DC, Smith, Level, AIRBLASTER, ProTec, Milosport

Born: Jonestown, TX

Resides: Portland, OR

Shout Outs: Friends, enemies, family, and Amber.

PHOTO>KEVIN ZACHER.COM SPONSOR>K2

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COVER RIDER>JOSH MALAY PHOTO>JEFF POTTO

THE FIVE FLAVORS OF *Amped 2*

Name: Mitch Nelson

Sponsors: Bonfire, Recon, Dakine, Savier Footwear, Premier, Milosport

Born: Farmington, UT

Resides: Salt Lake City, UT

PHOTO>JASON BEATON SPONSOR>PREMIER

FREE RIDE (PAGE 5)

Free Ride is for those who just want to get on a hill and start riding. Hone your skills and try to kick your best High Score and Media Score, Best Trick, and Best Combo. All you have to do is pick a boarder and hit it!

CAREER (PAGE 10)

Live the dream of going pro. Start riding, get your name out there, get a sponsor, and get famous. Complete Challenges, compete in Events to improve your overall world ranking, and get new mountains to rip up. Superstardom awaits!

JUST RIDE (PAGE 15)

Just Ride mode allows up to eight players to tour the mountain together. No rules, no challenges, no ski patrol. Just Ride mode can be played by one player, two players with a split screen on a single Xbox® console, up to eight players using System Link, or up to eight players through the Xbox *Live*™ service. Online leaderboards will track your best scores on Xbox *Live* games and rank you against players across the globe based on your best High Score and Media Score, Best Trick, and Best Combo.

Name: Janna Meyen

Sponsors: Ride, Volcom, Velvet, Dakine, 32, Etnies, Snow Summit, Xbox

Born: 12 February 1977, Torrence, CA

Resides: Bend, OR

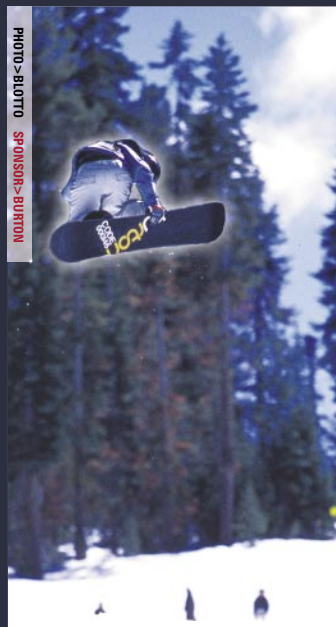
PHOTO>TREVOR GRAVES SPONSOR>HIGH CASCADE

SESSION (PAGE 16)

If you've had your fill of touring the mountain in Just Ride mode, then make it a challenge with Session. Compete against yourself, against a friend, or against up to seven additional players. Session has multiple game types and the ability to set your own rules of play. Players can ride by themselves for practice, split screen with two players on a single Xbox console, or with up to eight players using System Link or Xbox *Live*.

XSN SPORTS (PAGE 12)

The Pack. The fundamental snowboarding unit comes to life through XSN Sports. Got some riding buddies you're tight with? Start a Pack and you can ride together, have your scores affect your Pack's overall ranking, and compete together in Events. XSN Sports also lets you create custom Events. Think you're an aerial prodigy? Make an aerials-only Event with up to 64 competitors on one to three mountains and put your skills to the test!



PHOTO>BLOTTO SPONSOR>BURTON

Name: Torah Bright

Sponsors: Roxy, Burton, Sobe, Boost Mobile, 8000Reverse

Born: Cooma, Australia

Resides: Salt Lake City, UT

High Score
Displays your current High Score.

High Score Goal
Displays current High Score goal. When you've completed all three High Score Challenges, your highest score for the mountain is displayed.

Media Score
Displays your current Media Score.

Current Media Score Goal
Displays current Media Score goal. When you've completed all Media Score Challenges, your highest Media Score for the mountain is displayed.

Current Trick
Displays current trick name.

Combo Multiplier
NEW!

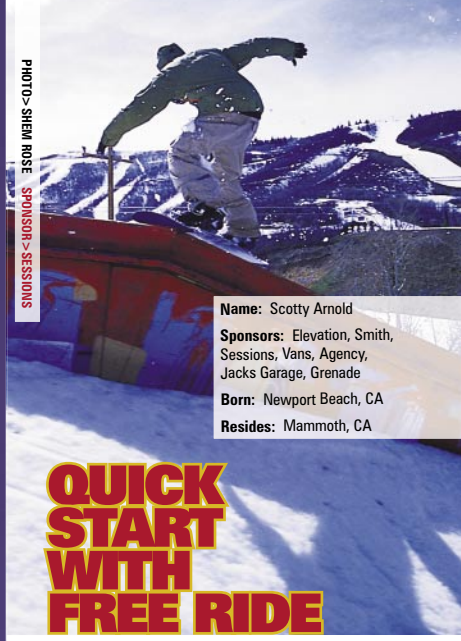
Increase the multiplier by stringing together tricks with butter tricks or railslides.

Current Trick Score
Displays the score total of your current trick.

Style Meter
NEW!

Meter will appear when you're performing a stylish trick. The two meters on the side will fill or empty based on Style points earned.

Stance Indicator
Indicates stance is switched (opposite your preferred stance). Switched takeoffs are worth more points.



Name: Scotty Arnold

Sponsors: Elevation, Smith, Sessions, Vans, Agency, Jacks Garage, Grenade

Born: Newport Beach, CA

Resides: Mammoth, CA

QUICK START WITH FREE RIDE

If you're looking to start riding and aren't interested in a career just yet, then Free Ride is the mode for you. You can ride at any of the mountains that have been unlocked in Career mode. If you haven't worked on your career yet, you'll only be able to ride on the default mountain. The Challenges available in Free Ride mode are best High Score and Media Score, Best Trick, and Best Combo.

To get to the slopes, select **Free Ride** from the Main Menu and then **Ride!**. Finally, select a mountain and a drop point. You're ready to go!

Pro Rider for a Day

After you select Free Ride from the Main Menu, you can pick **Ride as Pro** to play as one of 14 pro riders. See what it's like to rip up the hill as a pro!

GENERAL CONTROLS

Brake/Stop

Move Down to slow or stop.

Turn

Move Left or Right to turn.

Spin/Flip/Off-Axis

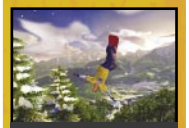
Move and hold Left or Right to spin.

Move and hold Up or Down to flip.

Move and hold Diagonal for off-axis tricks.

Butter

Move quickly Up and then Down for Tail Butter, or Down and then Up for Nose Butter. Be sure to keep your balance!



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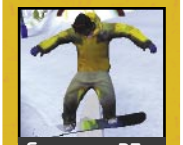


See page 23

Jib/Railslide

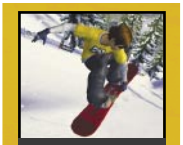
Press B to start jibbing rails or boxes. If the rail is above ground level, jump first.

Accelerate

Press and hold A to accelerate.

Ollie/Jump

Release or tap A to jump.



See page 21

Grab

When airborne, move and hold the Right thumbstick in one of six directions to grab.

See page 24

Snowskate Kick Tricks

Press X and move the Left thumbstick to select trick.

See page 23

Lip Tricks

Press Y and move the Left thumbstick to select trick.

Music Favorites

Press ● to add or remove a track from your favorites list.

Switch

Pull Left or Right trigger to ride opposite your preferred stance.

Tweaks

Pull Left or Right trigger, or both triggers to tweak grabs and railslides.

Reset Boarder

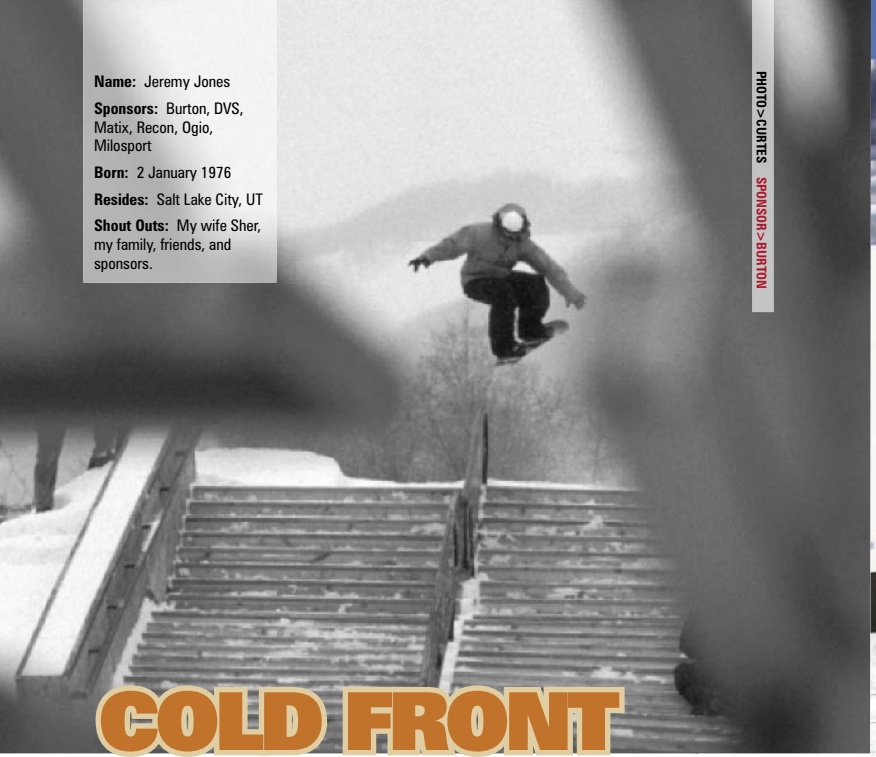
Press to reset run position.

Pause

Free Look

Music Track Control

Tap to skip to next music track. Press and hold to restart current track or skip to previous track.



PHOTO>CURTES SPONSOR>BURTON

Name: Jeremy Jones

Sponsors: Burton, DVS, Matix, Recon, Ogio, Milosport

Born: 2 January 1976

Resides: Salt Lake City, UT

Shout Outs: My wife Sher, my family, friends, and sponsors.

COLD FRONT

For some people who learn to ride, the infection's immediate. You're daydreaming about powder at work, at school; always freaking for your next day on the hill. You go up two days a week, then three, and then you take the leap and move to the mountains so you can ride non-stop.

You're on the first chair in the morning, and everyone who sees that single track in the fresh knows who made it. You don't stop for lunch, don't take your cell, and you're knocking tricks off the "must learn" list like a champ. You're driven—committed. The path is clear: you're going pro.

But be ready for harsh times. You'll travel all year, chasing the snow to Switzerland, Australia; to every frozen corner of the globe. You'll live out of bags and crave a home-cooked meal. You won't see your friends and family for months at a time.

But you do it, because it's what you love. It's what gets you out of bed in the morning and fills your dreams at night. If you've got what it takes—courage, style, aerial calm, and legs of steel—you just might make it.

... If you don't end up in traction first.

PHOTO>TREVOR GRAVES SPONSOR>HIGH CASCADE

Tutorials

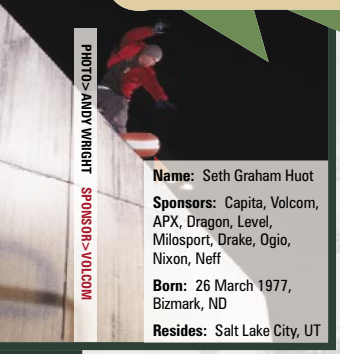
The Riding School tutorials are set high above the treeline on Oregon's Mt. Hood. These short lessons are designed to teach beginners the fundamentals of snowboarding in seven easy classes!

To go to Riding School, select **Tutorials** from the Main Menu and then pick which class you want to take. There are seven classes in all, and each has a lesson and a practice portion.

The available classes are:

- Basic Riding
- Jumping
- Spins and Flips
- Grabs
- Rails
- Style
- Combos

CAREER



PHOTO>ANDY WRIGHT SPONSOR>VOLCOM

Name: Seth Graham Huot

Sponsors: Capita, Volcom, APX, Dragon, Level, Milosport, Drake, Ogio, Nixon, Neff

Born: 26 March 1977, Bizmark, ND

Resides: Salt Lake City, UT

The road to snowboarding superstardom is long, difficult, and there's no place to start but the beginning. Still think you have what it takes?

1. You have to make a new career when you first start *Amped® 2*. Select the boarder's portrait and stance (Regular = left foot forward, Goofy = right foot forward). You can't pick these settings again.
2. Enter your boarder's name and then select **Done**. (To start a new career or load an existing one, select **Choose Boarder** from the Main Menu.)

The above settings can't be changed once you've picked them, so make sure it's correct before you continue!

Once you've made a boarder, they'll be available in Career, Free Ride, Just Ride, and Session modes. At any time you can select **Change Gear** from the Career menu to change your clothes, board, hair... whatever you want!

Select **Portfolio** at any time from the Career menu to see your career status and any rewards you've collected so far.

SKILL POINTS

Throughout the game, you'll earn player and board skill points. Earn player skill points by completing Challenges, and board skill points by winning Events. Skill points are assigned only once, but board points can be set and reset at any time by going to **Customize Board** in the Career menu. Skill point categories are:

Spin/Flip—Speed of rotation

Big Air—Amount of air you get off jumps

Ollie—Amount of vertical leap

Balance—Ease of balancing while jibbing, stalling, or buttering

Switch—Proficiency at riding opposite your preferred stance

CAREER PROGRESSION & WORLD RANKING

As you win Events, get media coverage, and earn sponsors, your fame will gradually spread. Your career progression (Local Rider, Shop Rider, Pro, Superstar, #1, and Legend) is the way to tell how famous you've become.

Your world ranking will indicate how you compare to the top riders in the world. Initially, the number of competitors may seem huge—but it'll get smaller in no time if you're diligent with your career. Stick to it!

SINGLE XBOX CONSOLE

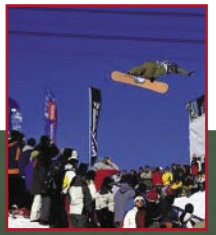
Hit the slopes with a friend and either select Session mode for competition, or simply cruise together in Just Ride mode.

1. From the Main Menu, select **Multiplayer**.
2. From the Multiplayer menu, select **Split Screen**.
3. Select controller and boarder for both players.
4. Select **Just Ride** or **Session**. Afterward, you'll select your time limit, mods, Challenges, and so on.
5. Select a mountain and drop point, and step up!

SYSTEM LINK

Using System Link, you can either link two Xbox consoles with an Xbox System Link Cable, or link up to eight Xbox consoles using an Ethernet hub and standard Ethernet cables. If you have any trouble, refer to your Xbox Instruction Manual. Once your hardware is set up, follow these instructions to start a game:

1. From the Main Menu, select **Multiplayer**.
2. From the Multiplayer menu, select **System Link**.
3. Select a game to join or press Y to host a new game.
4. Select **Just Ride** or **Session** (both modes support up to eight players). Afterward, you'll select your time limit, game options, Challenges, and so on.
5. Select your mountain and drop point, and you're ready to go!



PHOTOS>NATE ABBOTT, RICHARD WALSH SPONSORS>BRECKENRIDGE, LAAX

They're on every mountain. The varsity. Elite Packs of local riders; always together, tearing up the bowls or just chillin' in the park. Get in with one and you're set up with sweet spots, tricks, and the constant pressure you need to improve.

And if your Pack is unstoppable, people will notice. They'll know your Pack by name, and they'll know you're that good.

The Pack

This important piece of mountain culture makes its debut in *Amped 2*. Join a Pack of riders, or start your own. Your Pack's ranking is not only affected by how well you ride, but by how well the other members of your Pack ride.

To create a Pack, visit www.xsnsports.com. Once you're set up with XSN Sports, you can create a Pack and invite players to join, or you can join someone else's Pack. Packs can have 4 to 16 members and you can only be in one Pack at a time.

Events

So you think you're *the* style master? Try putting it to the test with a style-only Event. XSN Sports gives you the ability to make your own custom Events. Style, combos, jibs, any way you want it, just set up a start and end date, what mountains will host the Event (you can have one- or three-mountain Events), and up to 64 contestants can take a shot at the title. Keep an eye out for sponsored Events on www.xsnsports.com and win sweet stuff with your *Amped 2* skills.

Getting started with XSN Sports

1. Subscribe to Xbox *Live* (see page 13 for more info).
2. Visit the Web at www.xsnsports.com to join or create a Pack or Event and pick up your password (don't forget to write it down!).
3. Use your XSN Sports password to compete in Events over Xbox *Live*.

PHOTO>BURTON

Name: Lynn Jason Murphy

Sponsors: Atomic Snowboards, Bonfire, Hurley, Ally Backpacks, Milosport

Born: 28 April 1975

Resides: Centerville, UT

PHOTO>ANDY WRIGHT SPONSOR>ATOMIC

XBOX LIVE

Get on the hill with buddies all over the world, no matter how far they might be from the snow! Xbox *Live* can make it happen.

Global Competition

See how you compare to riders across the globe! For **Just Ride** mode, Xbox *Live* tracks your scores in order to show your worldwide rank. This way, #1 means #1.

Your cumulative **best High Score and Media Score, Best Trick, and Best Combo** for all mountains are tracked by Xbox *Live* leaderboards.

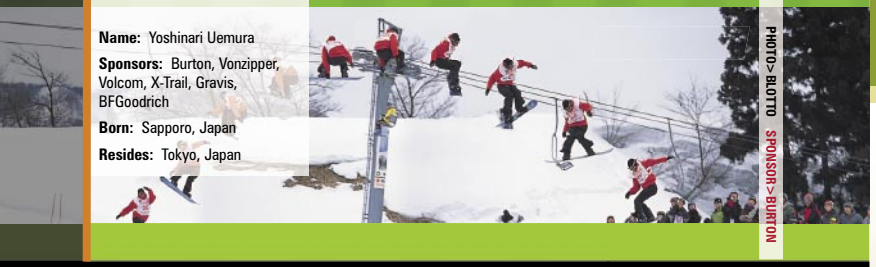
If you're looking for a little stiffer competition, try out **Session** mode on Xbox *Live*. Don't worry about leaderboards here. What happens on the hill in **Session** stays on the hill.

To find out whether Xbox *Live* is available in your region, go to www.xbox.com.

Connecting to Xbox *Live*

Before you can ride online, you need to connect your Xbox console to a direct or shared broadband connection, and sign up for the Xbox *Live* service. To determine whether Xbox *Live* is available in your region, or for more information, see www.xbox.com/connect. Once your account is set up, complete the following steps to play *Amped 2* online:

1. From the Main Menu, select **Multiplayer** and then **Xbox *Live***.
2. Select account name or select **Create a New Account**.
3. Select what game and online options you want to use.
4. Once you've selected a game type, you're ready to roll.



Name: Yoshinari Uemura

Sponsors: Burton, Vonzipper, Volcom, X-Trail, Gravis, BFGoodrich

Born: Sapporo, Japan

Resides: Tokyo, Japan

PHOTO> BLOTTO SPONSOR> BURTON

Xbox *Live* Menu

Quick Match

Select **Just Ride** or **Session**, start shredding!

OptiMatch

OptiMatch™ searches for a game based on criteria you enter—Just Ride or Session, Mountain, Time Limit, and Collisions (players hitting each other).

Create Game

Select **Just Ride** or **Session** and create a game.

Friends

Allows you to send a friend request, accept a friend request, accept a game invite, invite a friend to play (only available after game creation), or edit your Friends List.

Statistics

Jump to the online leaderboards and see how you compare to players around the world. See your overall rank, level-specific details, category ranking, and high scores (best High Score and Media Score, Best Trick, and Best Combo).

XSN Sports

Specify your XSN Sports affiliations. Get a Pack or Event ID from www.xsnsports.com and enter them here. You can have one Pack and three Event affiliations.

Online Options

Select Live Voice (Headphones/System Speakers), My Status (appear online or offline to other players).

Downloadable Content

A banner saying NEW will appear next to this icon when there is new downloadable content available. Select content to download and let it rip.

Sign Out

Sign out of Xbox *Live*.

MULTIPLAYER MODES

You lookin' to play or get all serious? Just Ride and Session modes give you very different types of gameplay.

JUST RIDE

Just Ride allows up to eight players to ride on a mountain and have their best scores posted to Xbox *Live* leaderboards. One player hosts a game, and can invite up to seven additional players to ride together. The best High Score and Media Score, Best Trick, and Best Combo are all tracked in Just Ride mode.

Tip: If you want to work on your stats without any interruptions, a single player can host a private game.

JUST RIDE OPTIONS

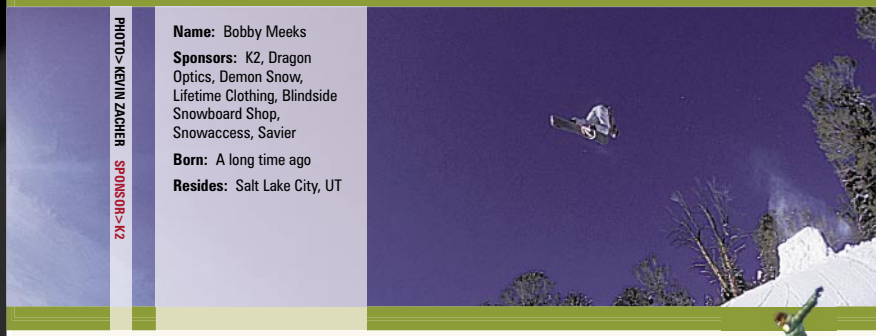
Max Players—How many players you'll allow (up to eight).

Time Limit—Amount of time between level rotations (see "Level Rotation" below).

Level Rotation—Choose between sequential and random rotations (after you've picked your Just Ride options and selected Continue, you can select which mountains you want in your rotation).

Boarder Collisions—You can turn collisions between players on/off.

Game Type—Pick a public (open to anyone) or a private (friends only) game.



PHOTO> KEVIN ZACHER SPONSOR> K2

Name: Bobby Meeks

Sponsors: K2, Dragon Optics, Demon Snow, Lifetime Clothing, Blindside Snowboard Shop, Snowaccess, Savier

Born: A long time ago

Resides: Salt Lake City, UT

SESSION

In Session mode, you pick a Challenge, and up to eight players can compete head-to-head for the #1 spot. At the beginning of play, the host will select the mountain, time limit, game type, drop point, snowboard or snowskate, and any available options.

SESSION SETTINGS

Host options:

Max Players—Select the maximum number of players you'll allow in your game.

Rules Selector—Specify who gets to select the settings for the next round. Your options are Sequential (default), Random, Overall Winner, Winner, Loser, Overall Loser, and Host.

Boarder Collisions—You can turn collisions on/off to either allow or eliminate crashes between players.

Game Type—Xbox *Live* feature. Choose between a public game (open to anyone) and a private game (friends only).

SESSION TYPES

Different game types available in Session:

High Score—Players ranked based on their total High Score when time runs out.

Best Trick—Players ranked based on the score of their Best Trick.

King of the Mountain—In this mode, some trickable features have stars hovering over them. To capture one, you have to trick on or very near the star and earn a certain minimum score (see "Point Threshold" on page 17). Recapture another player's star by tricking on it and beating the owner's score. The player with the most stars at the end of the time limit wins.

Trick Race—In Trick Race, the goal is to be the first player to reach the bottom of the run. Each run you pick will have certain features marked with colored circles. Start your trick in the colored circle and earn the minimum score, but be careful. If you miss a trick, or you trick but don't beat the minimum score (see "Point Threshold" below), you'll be penalized by being frozen in place for a few moments. Ranking is determined by the order in which players reach the end of the run.

SESSION LOBBY

Pick from the following game options to customize your Session:

Time Limit—Available in High Score, Best Trick, and King of the Mountain modes. Determines how long the Session will last.

Time Penalty—Available in Trick Race mode. Determines how many seconds a player is penalized for missing a trick circle.

Board Type—Choose Snowboard or Snowskate.

Scoring Modifier—Available in High Score and Best Trick modes. The player can select one scoring modifier (mod) at a time. This determines which tricks are going to count for the run. For example, selecting Style Only means that Style points count, while No Style means that Style points don't count.

Point Threshold—Available in King of the Mountain and Trick Race modes. This feature sets the point threshold for initially capturing a star in King of the Mountain mode or successfully passing a checkpoint in Trick Race mode.

Crash Penalty—Available in High Score and Best Trick modes. Sets the percentage point penalty for crashing.

OPTIONS

Select **Options** from the Main Menu to get at your game settings.

GAME OPTIONS

Turn the Controller Vibration on/off, change the Camera Distance, change the Button Layout, or turn Hints on/off.

AUDIO

Adjust the Sound Effects, Music, and Speech volumes; also, enable/disable the Song Info display, Shuffle Play for music playback order, and special audio processing for using headphones while playing the game.

SOUNDTRACKS

Enable/disable *Amped 2* soundtracks or add your own custom soundtrack to the game's playlist.

Note: Favorites—Hear a song in the game you like? Press ● to add it to this list. Sick of a favorite song? Press ● again to remove it.

LIVE OPTIONS

Switch the output for your Live Voice (headphones or speakers) and whether or not you Appear Online.

CHEATS

Enter cheat codes. While a cheat is on, the game cannot be saved and you cannot play multiplayer games.

CREDITS

Take a look at the people who made it all happen!

PHOTO>BURTON SPONSOR>BURTON

Name: Gigi Rüf

Sponsors: Burton, Volcom, Nixon, Clae Footwear, Dragon Optics, Backyard

Born: 9 October 1981, Austria

Resides: Austria

PHOTO>MATT SICKELS SPONSOR>RIDE

Name: Mikey LeBlanc

Sponsors: Holden, Iris, Ride, DVS, Matix, APX, Drake, Milosport, Coal

Born: Topsham, ME

Resides: Salt Lake City, UT

Shout Outs: To all my family and friends, I love you all. To presence, happiness, awareness…

ON THE HILL

Everyone approaches the mountain differently. Some riders are powder fiends, on a quest for the fresh. Some are cruisers, who love the alpine scenery as much as carving big turns. Some are urban jibbers who are riding snowboards, but thinking skate.

But the riders you know, the top freestyle pros in magazines and on the tube, are something else. Sure, powder and mellow cruising are part of the program, but these athletes are constantly innovating. They're intent on taking this sport to the next level.

Today's progressive heavyweights are building the legacy of freestyle snowboarding by bringing aerial maneuvers and techniques into uncharted territory. They're the leaders of the new school, defining the sport and continually upping the ante.

It's expression for these freestyle artists and you never know what they're cookin' up; tricks full of spinning craziness you can't believe and steady, steezed-out creamy goodness.

These hard chargers work with the fear. In that frozen airborne moment, they spin, grab, and flip. If a brutal slam is in the cards, so be it. Danger and injury come with the territory, but it's worth it when the fans can say, "I don't know what that was, but it was smooth!"

FLYIN' HIGH

You've got to get comfortable in the air. Start small and get used to the timing. When you can pull some air and land easily, then you can start mixin' it up.

Spinning

Move and hold the Left thumbstick to the Left or Right to spin.

Ollie/Jump

Press and hold A to accelerate.
Release or tap A to Ollie.

Flipping

Move and hold the Left thumbstick Up or Down to Front Flip or Back Flip.

OFF-AXIS

Off-axis tricks are best described as equal parts spin and flip, well-shaken, and served cold. These moves are tricky 'cause you're off the traditional spin and flip axis, so it's harder to orient yourself afterward. The key? Hold the Left thumbstick in one direction until you've made a full rotation. Don't move the stick around or you'll go way off!

Corkscrew

Move and hold the Left thumbstick Up/Left or Up/Right.

Rodeo

Move and hold the Left thumbstick Down/Left or Down/Right.

PHOTO>PAUL AMYOT SPONSOR>BEAR

GRABS

Stylish and not too difficult, grabs are the meat and potatoes of your trick arsenal. You don't leave your axis to do them, so they're pretty easy for beginners to land. Directions below are for Regular stance, so remember that Goofy reverses grabs left to right.

Tip: Remember to hold the grab as long as possible and **also** release it before you land or you'll be eating snow.

Tweaked Grabs

As your career progresses, you'll be able to learn tweaked grabs from pro riders by passing Pro Challenges (see page 27). Pull the Left trigger, the Right trigger, or both triggers simultaneously to tweak a grab and add style and difficulty to your trick.

Butter

The butter is a ground trick where you balance either on the nose or the tail of your board as you go down the slope.

Tail Butter—Move Left thumbstick quickly Up and then Down

Nose Butter—Move Left thumbstick quickly Down and then Up

While buttering, keep your balance by moving the Left thumbstick Up and Down. Also, you can turn by moving the Left thumbstick Left and Right.

To stop buttering, press A to Ollie or pull the Left or Right trigger to do a butter spin. Also, you can tweak your butter by gently pulling the Left or Right trigger.

Combos

The combo system in *Amped 2* is based around butters and railslides. At any time, you can go into a butter to initiate or sustain a combo.

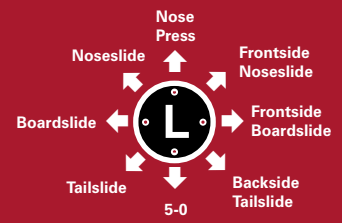
Say you're lining up a rail followed by a jump. Jib the rail and then, just as you're coming off the rail, start a butter and hit the jump. The three tricks are now linked. Or you can transfer from rail to rail. There is no limit to how many tricks you can string together. Don't forget to mix it up—throw in jibs, lip tricks, or aerials. Use your imagination.

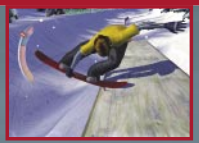
PHOTO>PAUL AMYOT SPONSOR>BEAR

Jibs/Railslides

To jib or slide on a rail, first you have to reach it! Approach the rail (or whatever feature you want to jib!) and Ollie onto it by pressing A. Then move the Left thumbstick in one of the directions listed below and press B at the same time to perform a jib. If you don't pick a direction, you'll do a 50-50 or a boardslide by default. Rotate on the rail by holding down B and pulling the Left or Right trigger.

When you're jibbing, keep your balance by moving the Left thumbstick Left and Right. Also, try tweaking your jib by gently pulling the Left or Right trigger.





Lip Tricks

A lip trick is when you balance on a rail or other jibable feature. Approach the lip perpendicularly and at the same time press Y and move the Left thumbstick in one of the directions listed below.

Balance by moving the Left thumbstick Up and Down. You'll do the trick until you lose your balance or press A to hop off.

As if snowboarding isn't hard enough, somebody has to make a board that you can't strap on! The snowskate opens up a whole new degree of difficulty for riders who are up to the challenge. Jibs, spins, flips—it's a whole new game with the snowskate.

Flips/Off-Axis Tricks

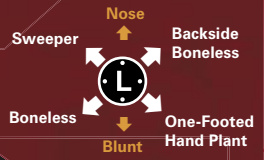
To do a trick where you're inverted, you have to hold onto the skate. So for flips and off-axis tricks, you need to perform a grab as you start and keep holding it until the trick is finished. Let go of the grab before you land or you'll crash!

Kick Tricks

The biggest difference between boarding and skating is the kick trick. While airborne, do them by pressing (X) and moving the Left thumbstick in the direction you want.

Skate Lip Tricks

The lip tricks in white replace the standard snowboard lip tricks ((Y)+Left thumbstick):



Skate Jibs

These moves in white replace the standard board jibs ((B)+Left thumbstick):

Skate-Only Grabs

Some of the sickest interaction between human and snow. There are a whole group of tweaked grabs that you can only do on the snowskate. Experiment and you'll see tricks you never thought you'd see on the hill!

PHOTO> MIKE ESTES SPONSOR> PREMIER

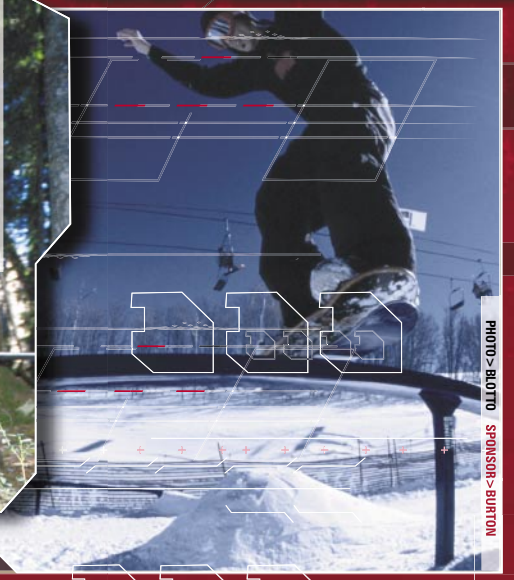
Name: JP Walker

Sponsors: Forum, Special Blend, Oakley, Circa, Nixon, Milosport, Zoo York

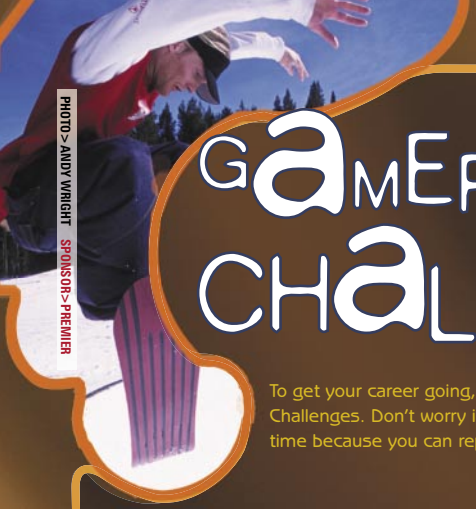
Born: Salt Lake City, UT

Resides: Salt Lake City, UT and Encinitas, CA

Shout Outs: Roberta Rodger, Mitch Nelson, Jeremy Jones, all my friends and family.



PHOTO> BLOTTO SPONSOR> BURTON



PHOTO>ANDY WRIGHT SPONSOR>PREMIER

Gameplay Challenges

To get your career going, you'll have to pass the following Challenges. Don't worry if you fail a Challenge the first time because you can repeat them 'till you get it right.

High Score

On the road to snowboarding fame, your first challenge is getting attention. Word of mouth is your best friend for hooking media and potential sponsors; fellow boarders, people on chairlifts, you gotta blow 'em away. The blue bar under the trophy icon on the top-left side of the screen is your High Score goal, and each mountain has three.

Media Score

Also pivotal to getting your career rolling is impressing the media. All over the mountain there are photographers with just one thing on their minds: getting the sickest shot of the day. Kill it in front of them, and you can guarantee that they'll talk about it later. Get media points by tricking near media icons. Each mountain has three Media Score Challenges.

Sponsor

Impress the locals, get the media stoked, and the sponsors will come. If a sponsor approaches you, it's a chance to impress them and maybe get free stuff. You're told who the sponsor is and what trick types they like. Just relax, do the tricks they like, and try hard not to crash.

Photo Shoot

When you start to get your name out there, you'll have the media knockin' down your door to get shots of you. Make it through all the colored rings and beat the listed score to pass the challenge.

Pro

If you're lucky, you'll meet a local pro who likes your stuff and wants to go riding. They'll be your best friends, and you can learn sweet tricks from them, but you've got to prove yourself. Follow their line and trick where they trick. Colored circles indicate where you start a trick (green = easy, blue = moderate, yellow = hard, red = *really* hard). Miss three tricks, or the last trick of the run, and you fail.

Own the Mountain

To really get to know a mountain, you have to spend some time exploring. There are three Own the Mountain Challenges—Snowmen, Tricks, and Gaps. At any time, press the START button to pause the game and select **Challenge Checklist** to display your Own the Mountain Challenges.

Snowmen—There are eight snowmen on each mountain that you have to find and hit. Some are in hard-to-reach places; but if you like to explore, you'll track them down. The best way to find them? Use your ears and if you hear a really strange voice, you're getting close!

Tricks—There are five Trick Challenges on each mountain. They may be simple tricks (Mute Grab), scores (do a 10,000 point trick), or advanced tricks (do a 20,000 point style trick).

Gaps—Each mountain has five gaps that you have to jump. Gaps are indicated on the mountain by a colored arc. A gap is completed if you make the jump and don't crash.

Events

If you're good enough, you'll be invited to compete in an Event. Events are all-important in taking that next step in your career. Place in the top three to pass the Challenge and progress to the next career level.

Legend

So you've completed every Challenge. You're ranked #1. What's left to do? If you're driven, you have the chance to earn a place among the greatest ever and become a legend. Each mountain has a Legend Challenge, but be warned, you haven't seen anything like them, and there's no shame in quitting, but no glory either!

PHOTO>TREVOR GRAVES SPONSOR>HIGH CASCADE

STYLE & LANDING

STYLE

Style in *Amped 2* is a way to get lots of points for controlled, smooth tricks. A big air with a single 360, a single flip, or a long railslide where you have controlled rotation are all moves that could have buckets of style. Style isn't about the craziest trick, but about who can make it look the best.

How It Works

Style is about control. Jam the Left thumbstick, or try to go for max rotation, and you won't get any Style points. Perform the move by holding the Left thumbstick about halfway between the edge and the neutral position.

Tweaked grabs have lots of style. Slowly pull and then release the triggers to tweak your grab in a stylish way.

Avoid quick direction changes in the air, and keep your movement consistent for maximum Style points.

LANDING

Landings can help or hurt your overall trick score, so make sure your board is pointed the right way and is aligned with the surface you're landing on. There are four types of landings in *Amped 2*:

STOMPED IT!

When you land perfectly, you get this and a hefty point bonus.

SICK

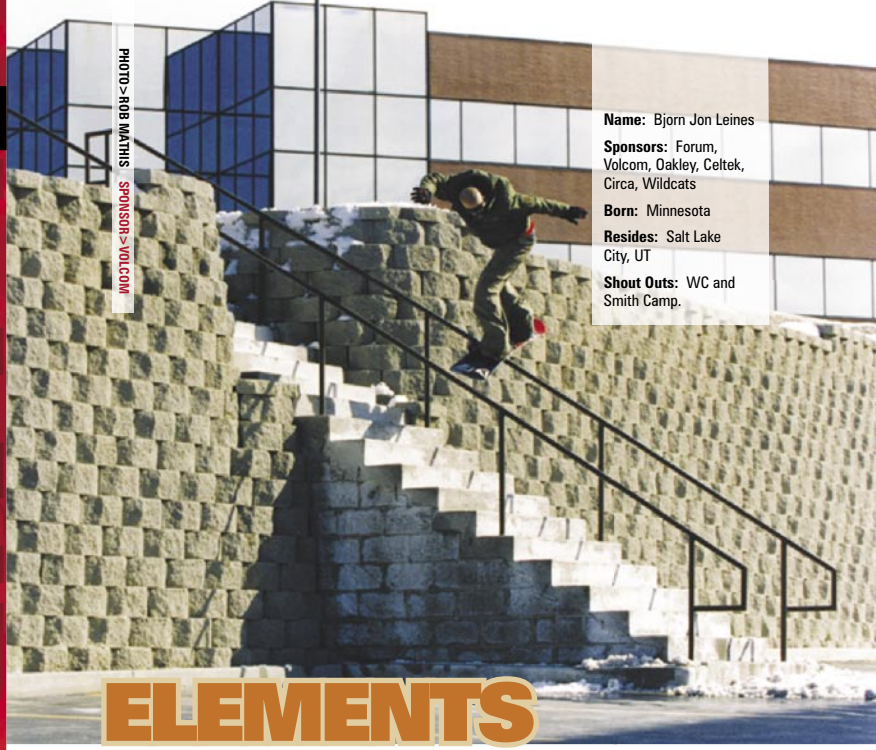
Sick landings are still better than average and earn you a decent point bonus.

So-So

No icon appears for so-so landings. You break even (no extra points) with this kind of landing.

SKETCHY LANDING

Shoots your score right in the foot. You'll lose a portion of your points for landings this bad.



PHOTO>ROB MATHIS SPONSOR>VOLCOM

Name: Bjorn Jon Leines

Sponsors: Forum, Volcom, Oakley, Celtek, Circa, Wildcats

Born: Minnesota

Resides: Salt Lake City, UT

Shout Outs: WC and Smith Camp.

ELEMENTS

Back when I still mostly skied, a friend and I went up for a quick session before work and I found myself staring in horror off this beast of a cornice in the middle of a crazy Utah blizzard.

It was his favorite spot; a quiet run, way off the west side of the uppermost bowl. Few are willing to cut across runs and through trees to get there, so usually it's just him.

My fifth time up (count 'em, 5) and I'm faced with this. I was panicked, but I just took a breath, settled my nerves, and slid off the edge… right into perfect, thigh-deep powder.

It was a defining moment, silent and splendid. I leaned back, pointed my deck downhill and let gravity do its stuff. It was effortless.

I was elated, hooked. Sold.

Deep in my closet, where my skis live now, there's this huge wolf spider who's spun a web into their bindings. I don't see any reason to bother her. I'm not using them anymore.

TIPS

- Hold onto grabs as long as possible. The longer the grab, the more it's worth.
- Tricks will be worth less if they're repeated on the same run. Mix it up to keep the scores coming.
- Wanna see your aerials earn you more points? If your stance is switched when you take off, you'll earn bonus points.
- Hitting a jump's sweet spot (just before the jump's lip!) gets you the most air.
- To transfer from rail to rail, move your Balance Meter to one side and then press A to Ollie off the rail. To control your balance, move the Left thumbstick Left or Right.
- To get out of a half-pipe, click and hold the Left thumbstick button as you approach the lip to go over it instead of launching straight up.

PHOTO>TREVOR GRAVES SPONSOR>HIGH CASCADE

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